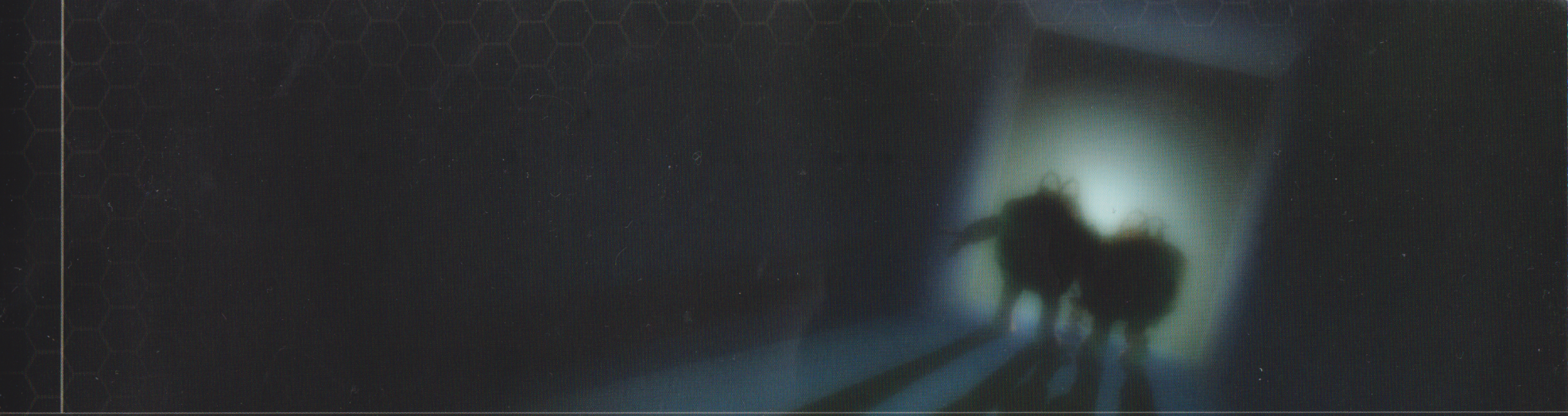
THE ART of INSECTICIDE



THE ART of INSECTICIDE

...I know, it sounds kinda formal for a game about killing bugs. So, why go to all this work, why the ton of drawings of creepy-crawlies? Well, it all started with a phone call from Mike Levine to Larry Ahern, and your average brainstorming session about a mutant bug girl. Only this idea, as they say, "had legs."

Both of them knew the games business well enough. Larry had spent a decade at LucasArts as a project leader, designer, writer and art director on a string of adventure hits, including The Curse of Monkey Island, Full Throttle, and Day of the Tentacle. Mike was a tenured LucasArts vet as well, serving as senior effects specialist on projects like Jedi Knight and Rebel Assault, and then founding Pileated Pictures. They also knew enough about the business to realize that games like Insecticide—games with that odor of "creativity"—didn't typically get green lit. But, it happened to be the only kind of project they were interested in working on.

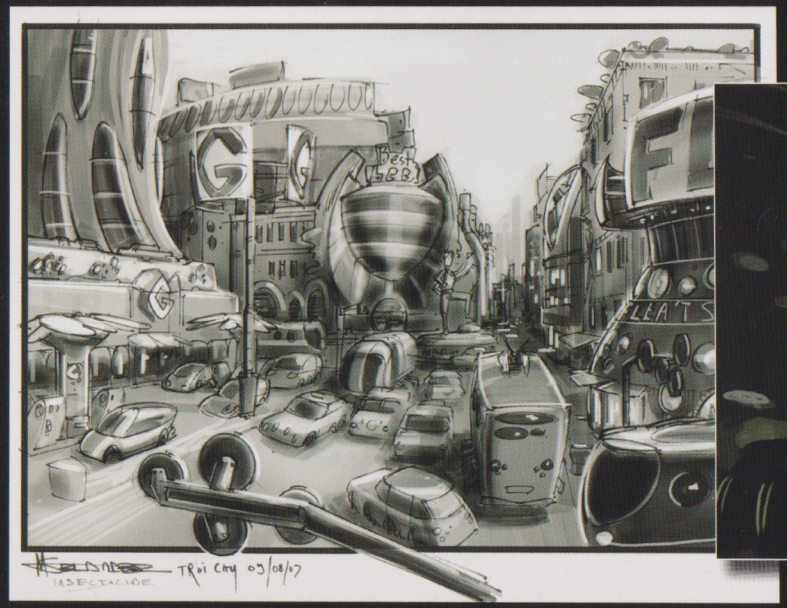
Luckily, a lot of their colleagues—all top artists in the field of games and film—felt the same way. Of course, maybe the option of working from home in their jammies at the Crackpot virtual studio helped seal the deal.

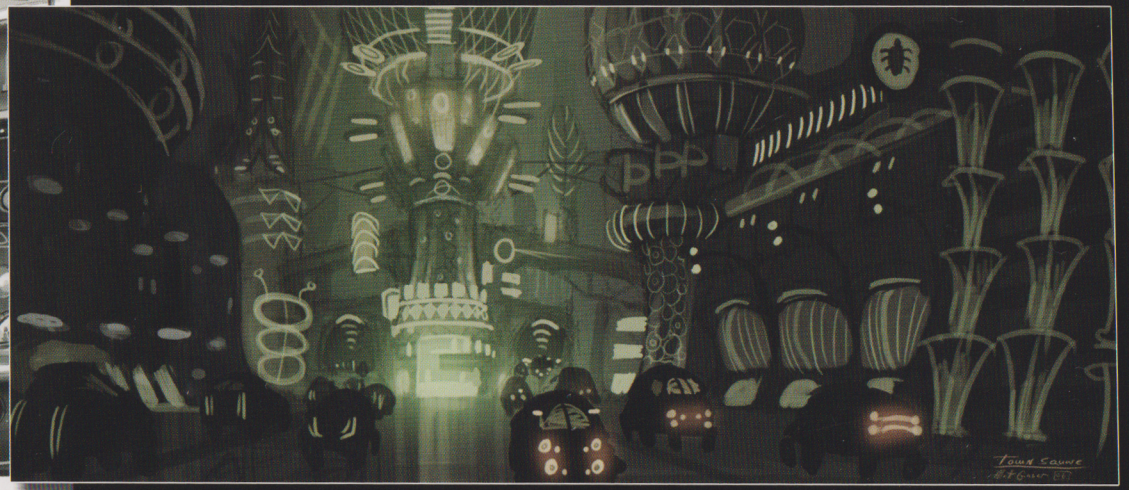
Regardless of their wardrobe, the team was a talented bunch. Visual designer Peter Chan, known for Grim Fandango and Psychonauts, as well as films like Lemony Snicket's: A Series of Unfortunate Events, designed much of the world. Color concept paintings came from Matt Gaser, artist on The Lord of the Rings: the Two Towers game, and additional concepts from Crimson Skies: High Road to Revenge vet Mark Selander, and storyboard and character art from film artist Anson Jew, another LucasArts alumnus.

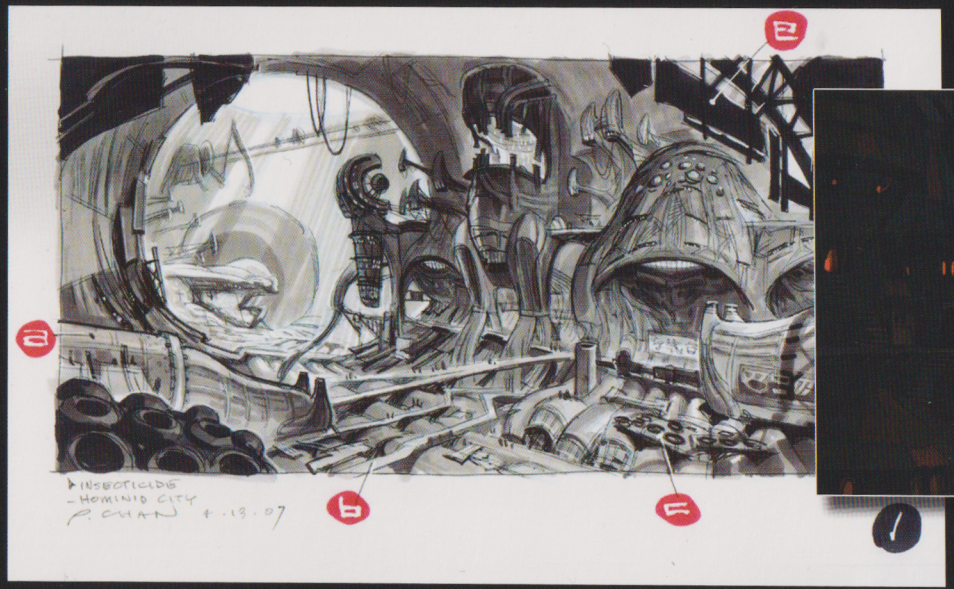
The team was rounded out by 3D character artists Anders Ehrenborg & Charles Beirnaert, level designers Seamus Flanaganand Michael Barrette, environment artists Ralph M. Gerth IV and Matt Lucas, animators D. Sean Burns and Peter Tsaykel, artist C. Andrew Nelson, and a handful of other fantastic freelancers. FMV production and additional game work came from the talented animation team at Anzovins Studio, and more game and art production at Crackpot's development partner, Creat Studios, all done under the watchful eye of Mike Levine, the level design leadership of Jacob Stephens, and the art direction of Larry Ahern.

And the result? Well, yeah...a game about killing bugs. But, hopefully more than your average shooter. Insecticide is a hard-boiled, fast-shooting detective adventure set in a festering future city where insects have evolved as the planet's dominant race. Where a murder at the powerful Nectarola soft drink company leads the 6-limbed detectives of the Insecticide Squad on a bug hunt through the city's seedy underbelly, and into a mystery of epic proportions.

Detective Chrys Liszt and partner Roachy Caruthers, entangled in a web of crime, star in an action-adventure in the truest sense of the word, immersing players in cinematic combat levels, as well as a story-based detective investigation. Using Chrys' unique insect abilities, a range of creative bug weaponry, and old-fashioned street smarts, players will solve the case and uncover a shocking secret, ultimately bringing the mighty boot of justice down on the city's infestation of crime. Murder ain't a pretty sight...but, hopefully this concept and production art is. Enjoy!


INSECTICIDE
TROI CITY 03/08/07

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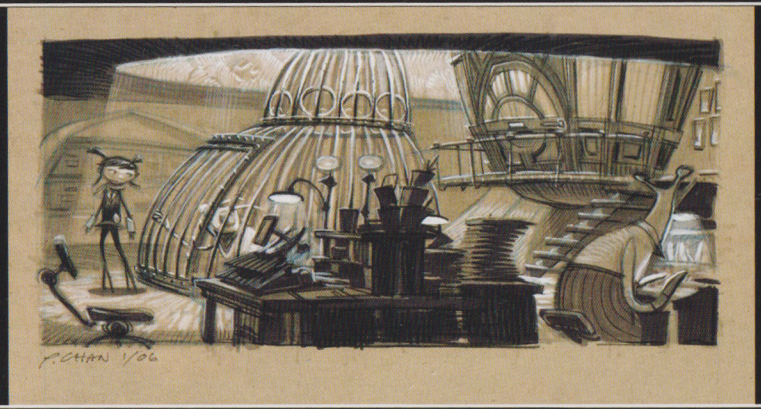
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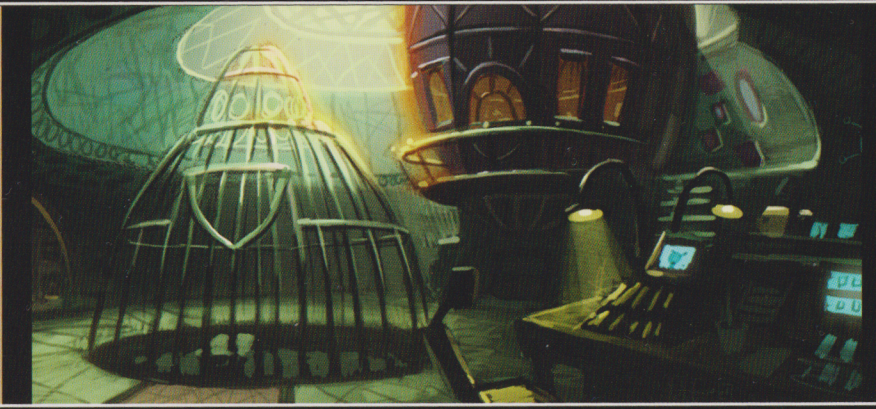

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a
b
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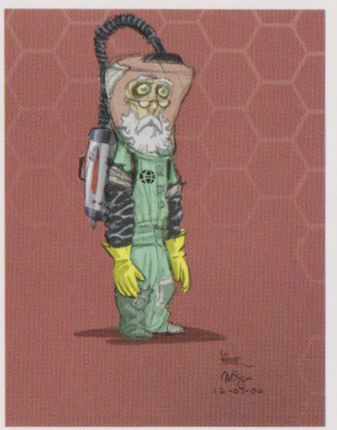
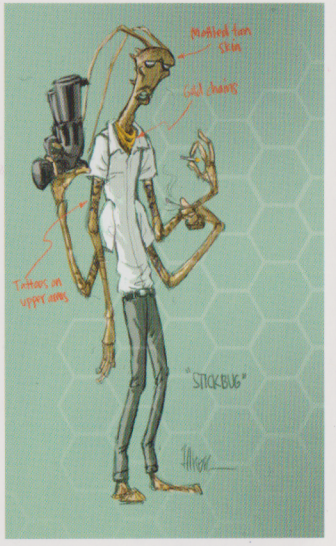
THE POLINATOR

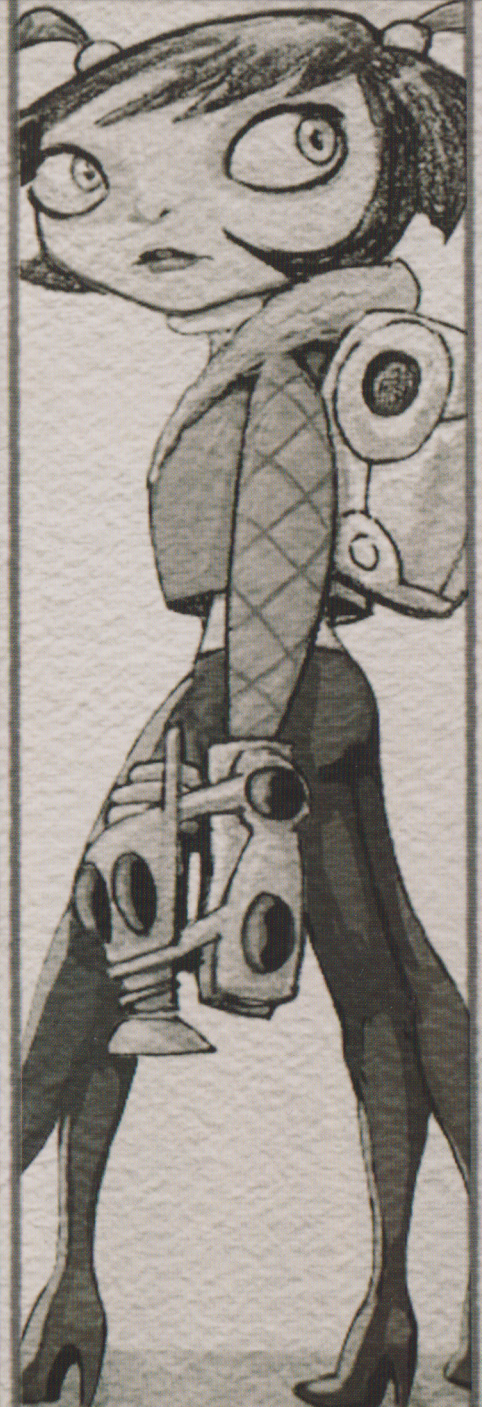


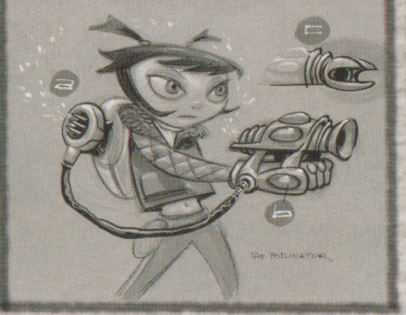

mottled fern skin
gold chains
tattoos on upper arms
"STICKBUG"

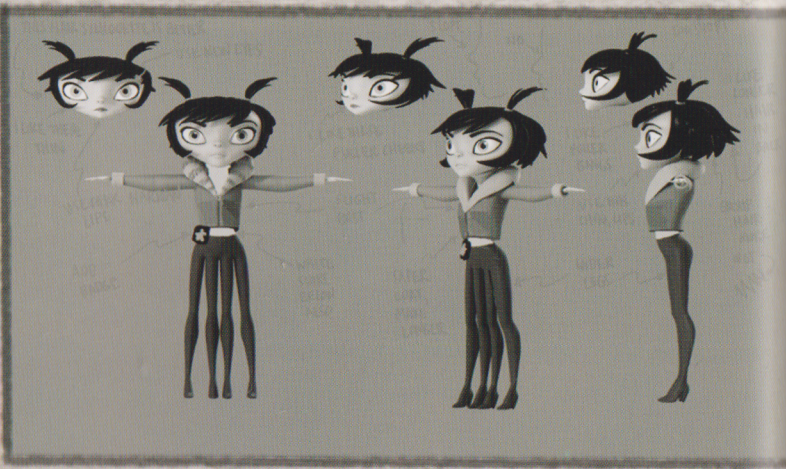
InSecticide
NECTALOLA ANIMATRONIC MASCOT

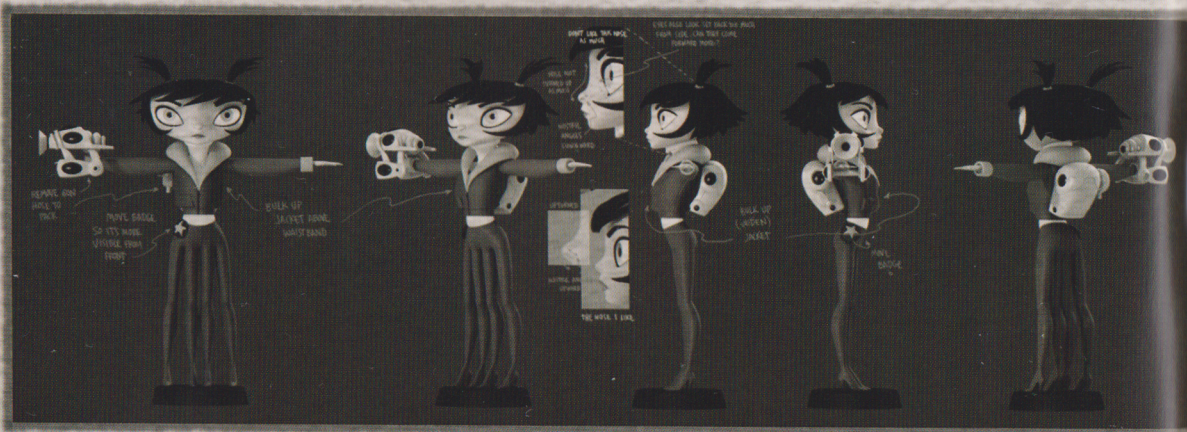
InSecticide
DINER MATRON

POLICE!

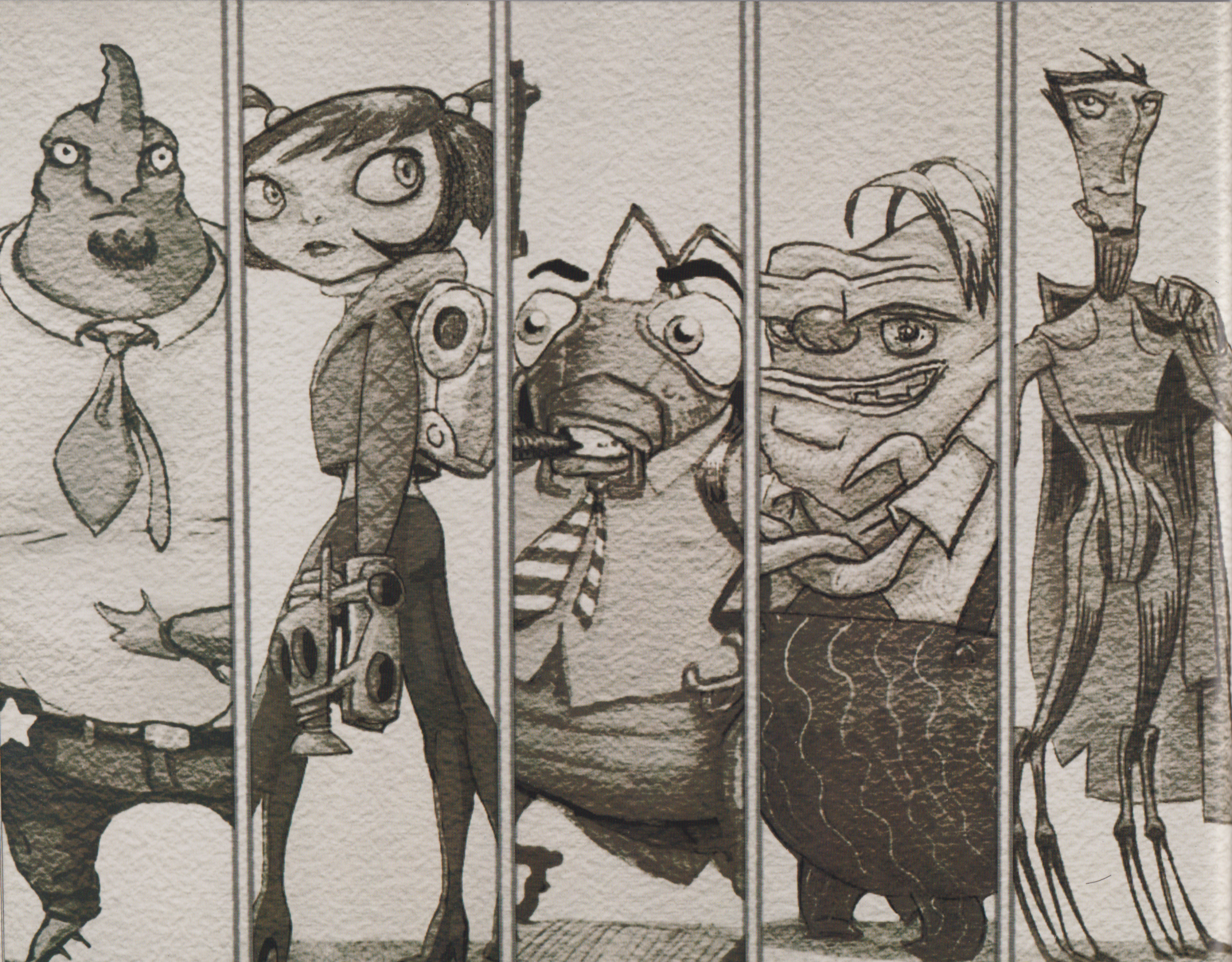








POLICE!



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As a special bonus to pre-ordering Insecticide all you have to do is go to **www.insecticidethegame.com/preorder** then register the code below:

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